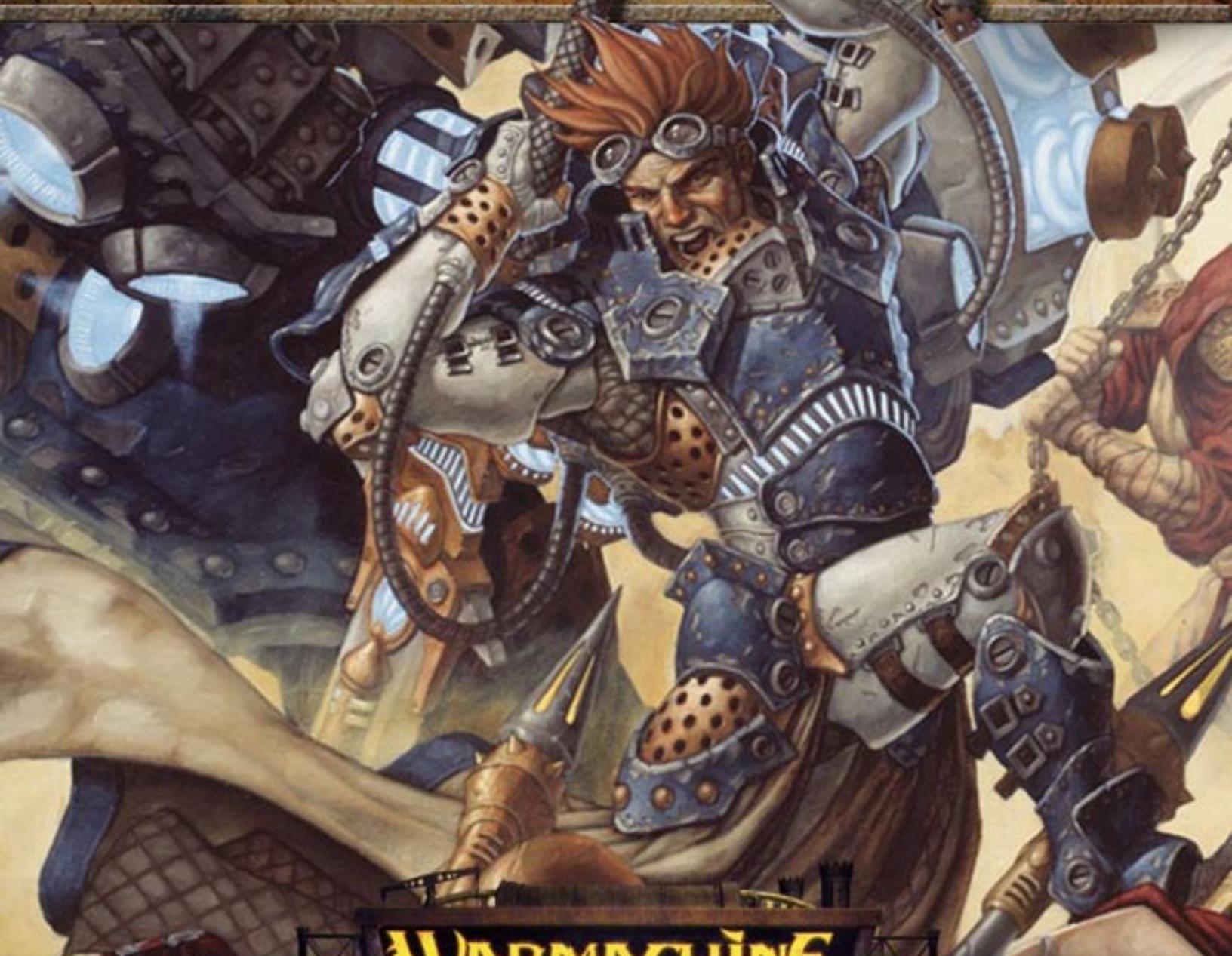


HAND CANNON



WARMACHINE





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Stopgap Warcasters

By David Carl and David Steussy

King Leto shook his head as the young captain left. This war was really taking a toll, and the trials facing Cygnar showed no sign of slowing. This new threat from the Protectorate could not go ignored. He turned to his military advisors and reviewed their options.

"I realize that we have already deployed the greatest heroes of our nation, but what of that loose cannon, Lieutenant Caine? I suppose we'll need to pay the soldiers something extra to serve with him, but..."

Leto's advisors shook their heads as one. "Already deployed, sir, and he'll not return for weeks. I suppose he may not return at all after facing the latest abominations of the Lich Lords." The members of the council conferred briefly among themselves and offered up another possibility, "We could send Damien Sperling."

Leto flinched at the name. "The Journeyman Warcaster?" he asked incredulously. "You would send a Journeyman to lead my troops in battle?"

"He has learned much in the past year, your highness. His experience and power have grown greatly, and he is now deserving of the title of a full Warcaster. When things quiet down, we will award him that honor officially, but, for now, we have little choice."

King Leto leaned back in his throne and rubbed his eyes. His advisors waited a long moment before they dared to speak. "Sire?" the eldest in the council finally asked.

"What choice do I have?" Leto asked. He waved his hand noncommittally towards the east and shrugged resignedly, "Send the Journeyman."

The Brief

The stopgap warcasters are not the greatest heroes of their nations but neither are they common wizards, mechanics, or knights. They have the powers to command warjacks and the abilities required to lead troops in battle. They simply are not as adept as the warcasters you are used to fielding on the tabletops of battle in Warmachine.

If both players agree, an army may use a stopgap warcaster in place of a standard warcaster. While these warcasters' powers do not compare to those of Deneghra or Sorscha, their point cost is significantly lower. In fact, each stopgap warcaster has a cost of 0 points.

Some readers may wonder how a warcaster can cost 0 points without being "borken." The concept is really not too difficult to understand when you consider existing warcasters. The most obvious example is Goreshade. For 80 points, you receive a 7-focus warcaster capable of summoning an 82-point unit to his location. This model is obviously worth far more than 80 points. Any one who's been frozen by Sorscha or knocked down by Kreoss will probably claim that they, too, are worth more than their point cost alone would imply. The reason this works is that only 1 warcaster can be fielded per 500 points.

If the concept of 0-point warcasters still worries you, you can also think of it this way – for the same point cost, you can take Magus Damien Sperling and a Charger, or you can take Nemo. Nemo has more focus, a better spell list, and some spiffy special abilities. Sperling, on the other hand, leaves you with enough leftover points to take a "free" Charger. Which is better? The answer to that question is entirely up to you.

If you choose to field a stopgap warcaster, you will need to use your "extra" points carefully. Taking Lanyssa Ryssyl over Deneghra could buy you a pair of Deathripers, but is that enough to make up for Crippling Grasp, The Withering, Stealth, etc.? It is a difficult choice to make. Each stopgap warcaster has been designed to match up with one of the Iron Kingdoms Full Metal Fantasy miniatures

– Damien Sperling, Sir Ekkriion Ganis, Hugo Lobanov, and Lanyssa Ryssyl. We have, however, provided new background information on these characters to coincide with the flavor we have developed for the four stopgap warcasters.

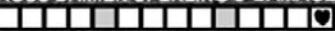
While these stopgap warcasters can be played in 500-point games or alongside existing warcasters in 1000-point games, 350-point games are a perfect arena for them. Three hundred fifty points of warjacks, troops, and solos tend to be just right, and that game size makes for a nice, quick game of Warmachine. These warcasters are not recommended for Mangled Metal play, however; and you will likely find them very lacking in that environment.

The Crew

Magus Damien Sperling

"I wish I could be there so we could handle this matter together, but I'm needed urgently elsewhere. Time to show them you've got what it takes, kid..."

—letter from Cmdr. Stryker to Damien Sperling regarding the Protectorate insurgents

Magus Damien Sperling		5
Cygnar Warcaster Character		FOC
		
MAGUS DAMIEN S	CMD 8	
SPD STR MAT RAT	DEF ARM	
6 6 5 5	15 15	
 MAGESPEAR Special POW P+S Reach 5 11		
 HAND CANNON RNG ROF AOE POW 12 1 12		
MAGUS DAMIEN SPERLING'S DAMAGE		
		
Damien Sperling • Tactician		
MAGESPEAR • Reach		
Feat: COVER FIRE Friendly chain guns within Sperling's control area receive +2 RNG and POW. Their strafe distance increases from 2" to 3". Enemy warrior models cannot charge chain guns for one round.		

Trained as a Journeyman Warcaster and only recently given full command, Magus Damien Sperling is one of the new breed of warcasters. Despite their mortality rate and the disrespect given them by their superiors, some journeymen are deemed fit for full command. Their numbers are growing, and, while the natural-born warcasters still outnumber these made men, the flood of young hopefuls seeking tutelage to become journeymen may see this change in the future.

Sperling spent most of his tours of duty as Journeyman under Stryker's command on the Cygnar-Khador border, though he was transferred to Captain Haley for an action against a Cryx raiding party for a time. He is fiercely patriotic, and, while he may dream of being transferred to warmer climes, he will fervently serve his king wherever he is sent. Sperling lacks the experience and spell power of the famed warcasters of Cygnar, but he relies on military precision and by-the-book tactical maneuvers to succeed on the battlefield. This attitude trickles down to the men under his command – while they may not be innovative and risk-taking, they are precise, methodical, and stalwart.

Magus Damien Sperling					
Point Cost	0	Field Allowance	C	Victory Points 4	
SPELLS					
Cost	RNG	AOE	POW	UP	OFF
Arcane Blast	3	10	3	13	✓
<i>A magical energy blast radiates from a single point to strike all models in the AOE.</i>					
Arcane Bolt	2	12	11		✓
<i>Magical bolts of energy fly from Sperling's hands.</i>					
Arcane Shield	2	8			✓
<i>Target model/unit acquires a magical barrier, adding +3 to its ARM.</i>					
Deadeye	2	6			
<i>Target model/unit adds an additional die to each model's first ranged attack roll this turn.</i>					
Inspiration	3	C	C		✓
<i>Sperling's command range increases by 2". He may force a friendly unit within command to reroll one failed check. If he does, Inspiration expires.</i>					
Damien Sperling					
<i>• Tactician--Once per turn, Sperling can measure the range to any one model within line of sight.</i>					
MAGESPEAR					
<i>• Reach--2" Melee Range</i>					

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Potential Rules Questions:

Note that, when using the **Tactician** ability, you measure from Sperling to one model within his line of sight (not between any two models to whom he has line of sight). **Cover Fire** affects both Trencher chain guns and Sentinel chain guns.

Sir Ekkriion Ganis

"As brothers upon the wall we stand, upon the plane of mortals, or the battlefields of Urcaen. The strength of one is the aegis of many..."

—Battle Prayer of the Order of the Wall

Though the Paladins of the Wall may have passed from favor among the followers of Menoth, they remain powerful warriors in the world of the Iron Kingdoms. Paladins normally operate alone among the faithful, but they are occasionally called up in force alongside their greatest leaders. The Scrutators may not look favorably upon the Order, but Menoth's grace still shines upon them and rewards their faith. It has long been known that, when gathered together, the Order of the Wall is stronger



than the sum of its parts, with their champions lending strength to the lesser members of the order. Only in recent years has it been discovered that these same techniques can be used to direct and control warjacks as well.

Sir Ekkriion Ganis is a Sanctified Champion of the Order. He has seen four decades in the service of Menoth, and he is one of the most respected leaders of the Order of the Wall. It is known that Menoth will surely call him to service in Urcaen soon; still Ganis leads with vigor among the living, heading the champions of the Order against the enemies of the faithful.

Potential Rules Questions:

Sir Ekkriion Ganis cannot charge while **Bastion of Faith** is upkeep but may still run.

Arcane Mechanik Hugo Lobanov

"What? It's not working? Well, keep drinking - it'll start to make sense eventually..."

—Hugo Lobanov to fellow Mechaniks prior to the invasion of Lael.

While Sebastian Nemo may be the most famous Arcane Mechanik turned warcaster, many others have followed this path. With their affinity for both mechanika constructs and arcane endeavors, the path of the warcaster is a natural fit, especially within the bellicose Khadoran culture. Most never achieve the level of arcane mastery that a Greylord or other wizard might, but their affinity for Mechanika makes them masters at handling warjacks on the field.

Hugo Lobanov is a veteran mechanik of many campaigns, famous for his ability to get otherwise inoperable jacks running in time for a large engagement. Even before he was made a warcaster of the crown,

Kommanders suspected that his ability to coax just a bit more from the machines under his charge went well beyond the mundane.

With the recent invasion of Llael, every resource in Khador was mobilized, including Hugo. He was given command of a small force of warjacks. While he may not be the inspiring leader of men that Gurvaldt Irusk is nor a match for the martial mastery of Sorscha.

Kratikoff, Hugo Lobanov's ability to handle machines is well respected and valued. Rarely is he given a command of his own, but, as a secondary commander managing warjack reinforcements or a flank, he is an invaluable asset.

Potential Rules Questions:

The **Steamwerks Affinity** ability does apply to Hugo Lobanov's feat, **Shift Gears**.



Hugo Lobanov
Khador Warcaster Character

FOC 4

HUGO LOBANOV	CMD 8
SPD STR MAT RAT DEF ARM	5 6 6 4 14 16
PENETRATOR	Special POW P+S Multi 7 13
SWORD	Special POW P+S 3 9

HUGO LOBANOV'S DAMAGE

█ █ █ █ █ █ █ █ █ █

Hugo Lobanov

- Steamwerks Affinity

Penetrator

- Reach
- Maim

Feat: SHIFT GEARS

Enemy warjacks within Hugo's Control Area must spend an extra focus to run, charge, or slam for one round. Friendly warjacks within Hugo's Control Area do not need to spend focus to run, charge, or slam for one round.

		Hugo Lobanov								
Point Cost	0	Field Allowance	C	Victory Points	4					
SPELLS	Cost	RNG	AOE	POW	UP OFF					
Boundless Charge	3	6								
<i>Target model's next activation is a charge at SPD +5 that crosses rough terrain and obstacles without penalty.</i>										
Empower	2	12								
<i>Target warjack in Hugo's battle group with 0 focus receives 3 focus. This focus may be used even if Disrupted or without a functional cortex.</i>										
Razor Wind	2	10		12	✓					
<i>A blade of wind slices through the target model.</i>										
Superiority	3	6			✓					
<i>Target warjack gains +2 SPD, MAT, and DEF and cannot be knocked down.</i>										
Hugo Lobanov										
• Steamwerks Affinity--Treat Hugos Control Area as 5" larger than normal when determining what warjacks (friendly or enemy) are within his Control Area.										
Penetrator										
• Reach--2" Melee Range.										
• Maim--Warrior models damaged by Penetrator suffer 2 SPD, -2 CMD, and cannot give orders. Maim lasts for one round.										

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Necromancer Lanyssa Ryssyl

"While normally I prefer human prey, I will make an exception in this case – Lanyssa has sold herself to dark powers. She needs to be put down lest she follow the path of the accursed Eldritch."

–Eiryss, upon accepting a contract on the head of the Rogue Nyss, Lanyssa Ryssyl

Not all who serve in Toruk's forces are undead thralls or dragon-blighted. Some serve out of greed and others out of a mad lust for power. While few would argue that mortals who give themselves to Toruk for power are in any way sane, Lanyssa is less so than many. With the Elven gods dead or dying, Lanyssa fell to her emotions of anger and despair. Seeking to lash out at the world, her magic wrought terrible havoc on travelers who passed near her exile in the frozen north. It was there that a Cryx necromancer (some think Goreshade himself) found her and offered her a deal – the terrible powers of thrall magic in exchange for service.

Seduced by the power offered her, Lanyssa leads her thralls into battle in the service of the Dragonfather. She may not have the magical might of a warwitch, but she is as cunning as she is dangerous. The other forces of Cryx do not trust her, but she and her mastery of Thrall magic are greatly feared by the inhabitants of the northlands. The only question remaining is who will turn on the other first – master or servant?

Editing by Jessica Carl

Image Editing by Timothy Nahm

Playtest Credits – David Carl, Chris Decker, Jim Ebert, Tim Hoyt, Timothy Nahm, David Steussy, and Anthony Woods.



Lanyssa Ryssyl
Cryx Warcaster Character

		5			
		FOC			
LANYSSA RYSSYL		CMD	7		
SPD	STR	MAT	RAT	DEF	ARM
7	6	6	4	15	15
		NYSS CLAYMORE			
		Special POW P+S			
		Parry		6	12

LANYSSA RYSSYL'S DAMAGE

LANYSSA RYSSYL

- Thrall Commander
- Camouflage

Feat: CORPSE RUSH
Friendly undead models currently within Lanyssa Ryssyl's Control Area gain +2 movement for one round.

Lanyssa Ryssyl

Point Cost	0	Field Allowance	F	Victory Points 4		
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SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Blood Rain	3	8	3	12		✓
<i>All models in the AOE suffer Corrosion.</i>						
Dark Guidance	5	C	C			
<i>All friendly Cryxian models currently in Lanyssa Ryssyl's Control Area add an additional die to all melee attack rolls for one round.</i>						
Ghost Walk	3	6				
<i>This turn, target model/unit may move through any terrain, obstacles, or obstructions without penalty. Cannot charge and ignores free strikes.</i>						
Scything Touch	2	6				✓
<i>Target model/unit gets +2 STR.</i>						
Shadow Spear	2	6				✓
<i>Target model/unit gains reach (2 melee range) on all melee attacks.</i>						

LANYSSA RYSSYL

- Thrall Commander—Friendly Undead Warrior models within Lanyssa Ryssyl's command range gain +1 MAT and RAT.
- Camouflage—Lanyssa Ryssyl gains an additional +2 DEF when benefiting from concealment or cover.

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New Scenarios

By Stephan Thomas

ESCORT

DESCRIPTION:

One force has been tasked with escorting a wounded allied warcaster through enemy territory to safety. The enemy want the caster dead once and for all.

SET UP:

1. The scenario is played on a 4'x4' table. Players may set up terrain first in any agreeable manner.

2. Each player rolls 1d6. Highest can choose to be the ESCORTS or the AMBUSHERS.

3. The player that is the ESCORTS chooses a table edge, the opposite edge is the edge he must escort his subject off of to win. The AMBusher then sets up his whole force anywhere within 10" of the other three edges but at least 18" from the ESCORTS' edge. The ESCORTS then deploy their whole force within 16" of their edge. Advanced deployment units may be set up last after both sides have been deployed but must still be in the specified deployment zones. If both players have advanced deploy units dice off to see who sets up first.

"THE WOUNDED CASTER":

The ESCORTS may choose any warcaster that is a legal choice for their force to serve as the wounded caster. The caster has been gravely wounded in a recent battle and as such is assumed to have already used his feat and starts the game with all but one damage box crossed off. The wounded caster also has a maximum of half his normal focus (round down) for the game, which he may use to heal himself however he may not heal himself above half his normal max damage boxes (round up).

The wounded caster may not start in control of any jacks in the ESCORT'S force and may not have skarlocks or any similar units/models attached to him. The wounded caster is fielded free of cost.

GAME LENGTH:

The game lasts eight turns or two hours which ever comes first.

VICTORY CONDITIONS:

The AMBUSHERS win if the warcaster being escorted is killed. If the escorted warcaster gets off of the opposite edge or is within 8" of the target edge at games end the ESCORTS win. If neither happens it is a draw.

PLAYING WITH POWER

DESCRIPTION:

Two forces have come to investigate rumors of a focus boosting edifice and to claim it for their faction.

SET UP:

1. The scenario is played on a 4'x4' table. Players may set up terrain first in any agreeable manner.

2. Place the edifice of power in the exact center of the table. Use any appropriate terrain piece to represent it. Its focal point is the exact center of the table regardless of how big the terrain piece is.

3. Each player rolls 1d6. Lowest deploys his entire force up to 10" deep along any board edge. His opponent does the same along the opposite board edge.

4. Each player rolls 1d6 and the highest has choice of taking the first or second turn.

THE EDIFICE:

Any warcaster with the focal point of the edifice within their control area at the beginning of their maintenance phase may attempt to boost his focus pool by harnessing the power of the edifice. He may roll 1d6 and add that many focus to his pool unless an enemy warcaster ,who also has the focal point within his own control area, chooses to contest him and beats his roll on his own 1d6. Multiple enemy caster may try to stop the same caster. If two or more casters roll the exact same number they are both blasted by an overload of magical energy and immediately effected as if slammed by a heavy warjack with STR12. Slammed casters move directly away from the focal point of the edifice. Note that in the case of two or more casters rolling the same number no focus is drawn from the edifice that turn. The edifice can not be damaged, destroyed or moved in any way.

GAME LENGTH:

The game lasts eight turns or two hours which ever comes first.

VICTORY CONDITIONS:

The side with the most non-fleeing units and/or solos within 6" of the focal point of the edifice when the game ends wins. Disabled or inert jacks do not count for this total. If one side is wiped out prior to eight turns or two hours the surviving team wins by default.

Karaoke night at the Khador Camp
With My Iola la la la la looolaa



OFF DUTY comic by Tyler Tinsley

THE SPY

DESCRIPTION:

Both sides must attempt to find a spy and recover a stolen map from him while preventing the enemy from doing the same.

SET UP:

1. The scenario is played on a 4'x4' table. Players may set up terrain first in any agreeable manner.
2. Each player rolls 1d6. The highest roll may choose to be the “searchers” (attempting to recover their map) or the “rescuers” (attempting to come to the aid of their spy).
3. Each player rolls 1d6. Highest roll chooses a table edge as his own.
4. Use three markers to represent the possible hiding place of the spy (one should be marked on the underside to represent the spy). Players randomly shuffle them around and then alternate placing them starting with the “rescuers”. Markers must be placed no closer than 18" to either players board edge and no closer than 8" to either of the other two edges or another marker. The markers should be placed within “concealing” terrain or within 1" of a terrain feature whenever possible to represent the spy attempting to hide himself to the best of his ability.

THE SPY:

The spy can not move or take action until he is revealed by a searching model from either side. Whenever a model from either side is within 6" of the marker at the end of that players turn the spy will reveal himself and act as follows:

- “Searcher” model within 6”: will run 1d6 inches directly away and towards nearest warcaster “rescuer” model. Will continue to do so at the beginning of each of the rescuers maintenance phases until he moves into base contact with a warcaster rescuer model in which case he hands them the map and drops to the ground.

- “Rescuer” model within 6”: will run 1d6 inches towards closest warcaster “rescuer” model and continue to do as above.

WOUNDED:

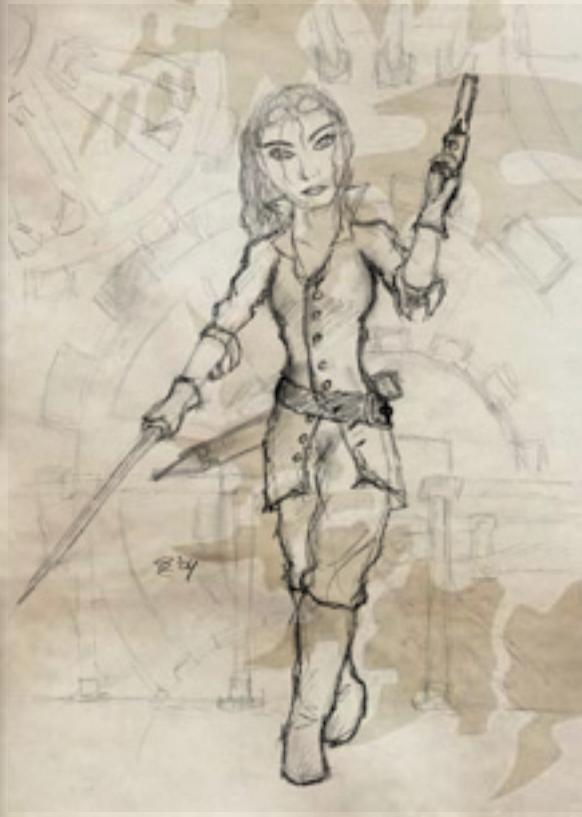
1. The spy was badly wounded in his/her escape from the enemy camp which accounts for his random movement. Also if you roll a “1” or a “6” for the spy’s movement he drops to the ground dead after making that movement. Any non-jack model that moves into base contact with his corpse marker and sacrifices its actions can pick up the map. The spy never attacks. He will run from close combat if engaged. His relevant stats are:
DEF10 ARM 9 STR

2 . If he takes damage of any kind he is automatically killed. The map cant be destroyed. A model carrying it can do so at no penalty to it's actions or movement. A warjack with a functioning hand can pick up the body of the dead spy by moving into base contact and sacrificing his actions to do so. A living spy can also be grabbed as normal. Any number of the IK RPG figs could be used to represent the spy.

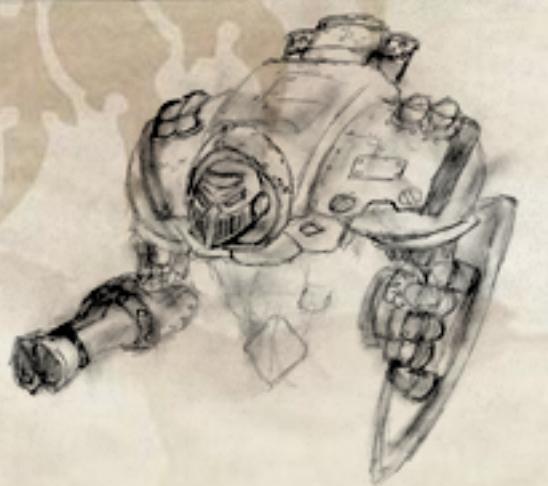
VICTORY CONDITIONS:

A player wins if his forces carry the map off their table edge , if they have the map in their possession at game end, or hold the field due to all enemy models being killed or inactivated.

Fan Art Corner



Above - Lady Cogsworth
Upper Right - ‘Jack Handling
Right - ‘Jack sketch



By Zaphod Zarniwoop

Iron Kingdoms World Guide Review

By Matt Kutchins

On March 11th of 2005, Privateer Press released another highly anticipated book in its award-winning Iron Kingdoms setting. Unlike the previous volume which contained a lot of game information, the World guide focuses almost entirely on the setting of the Iron Kingdoms themselves.

The World Guide starts by providing a history of the land of Western Immoren as known by the human historians. This covers everything from the pre-Warlord era to the Modern Era. In the timeline, we learn that prior to the Orgoth invasion in 600 BR (Before Rebellion) the Iron Kingdoms was a thriving advancing technological society, magic was all but unheard of. We learn a bit of the history of the Twins (Morrow and Thamar) and the early followers of Menoth in Ancient Ichier. Also, we learn how the current state of warfare came about with the discovery and the building of the Colossals, and how the Orgoth learned to defeat them by not necessarily defeating the Colossal itself but by killing the mage that controlled the Colossal.

After the history lesson of Western Immoren, we learn of the various industries, institutions and societies that make the Iron Kingdoms run, we learn of the Rail lines, and the various companies that run the rail lines, we learn more of the Steam and Iron Workers union and of a great many other groups. The world guide even goes so far as to some of the details of the various mercenary companies in the Iron Kingdoms and how mercenary companies are formed.

Once past those parts we get into the Kingdoms themselves and how they are broken down as well cities of note in many of the kingdoms. For example in Cygnar there are several cities that are tremendous feats of engineering, such as Highgate in the southern coast of Cygnar, near the Broken Coast, which is built on a thousand feet above sea level which

has a serious of Cranes that lifts ships into and out of the water; or Ironhead Station which is built entirely within a mountain.

While in nearby Khador, there are the cities of Hellspass which was originally built by the dwarves of Rhul as a gesture of Honor to the Ogrun, as well as the capital of Khador, the grand city of Korsk. Also since the World Guide is set in the timeframe of 605 AR (After Rebellion), which is after the events that occurred in Warmachine: Escalation; It covers Khador Occupied Llael, as well as all the other major kingdoms, including the lands of the Rhulfolk(Dwarves) and the Iosans(Elves).

All in all, the World guide is a very well done body of work that would be easily at home with both the RPG fans of the Iron Kingdoms, and the miniature gamer of Warmachine, as the book covers the setting of the Iron Kingdoms. The artwork in the book itself gives some great imagery to the scenery and terrain builders of the miniature game, while the meat of the book includes such things as crime and punishment in the kingdoms and the trade itself.

Thanks Privateer Press.

I give the World Guide 5 out of 5 for presenting the kingdoms in such detail.



Spirel of Satyx
by Brendan Roper

Jack Handling

The Charger

Cygnaran Royal Army light warjack

By Jason Lang

"Now this one here, been around fer fifty years." said the grey-stubbled mechanik to the new I&SWU apprentices. "Served in tha Thornwood War, this un did. They just don't build them like this anymore. Those Lancers, with the fancy cortexes, to say nothing about those Centurions or 'unders, they run about one, maybe two battles, and they gotta go back to the shop. Have the whole thing overhauled. Gets twitchy otterwise. Too much fancy stuff and not enough simple engineerin." He gave a significant look to Prester Greene, who was quickly discovered to have committed the sin of being too smart. "Take a good look at this, kids. Fifty years and Katrena only knows how many battles later, and she'll run just fine today. Giver a tune up, some grease, patch up the boiler, an she'll run fifty more. Simplicity is the key."

Greene, trying to recoup some face from the earlier jibe had raised a hand. "Pardon me sir, but I've heard that they aren't the brightest 'Jacks, a martial practically has to..."

"Boy! What did I tell you about what you heard?"

"It's all a lie unless you see it yourself." grumbled Greene.

"S'right. Though there is something in what you said."

Greene, and the rest of us for that matter, looked up, startled.

"Most of these," he knocked on the iron hull of the Charger "made too quickly. The king, good man, mind you, but he does like the showy stuff. I hear tell he had a whole unit of special Ironclads made up to serve a unit up north. All kitted out with lighting rods and whatnot." He shook his head at this sad tragedy.

"They don't make em like this anymore. Simple. Pure. Nothing to go wonky when a bit of mud or a touch of rain gets in. Take a look at its weapons. Eight hunnert pounds of iron at the end of a stick. No magic, no gears, no boilers. No matter what, that hammer will be a swingin. The other hand is a built-up rifle. Powders and shot. No lighting, no magic. Nothing that hasen't been around for five hunnert years. Only fiddly bit is the cannon-loader. And that'll run if you loaded the hopper with rocks. All simple, tried, well-tried techs that have been around. The King, he got hisself a buncha those soldiers with lighting swords..."

"Stormblades!" Interjected Greene.

The master-mechanik gave the poisonous look that the elderly have perfected. "Yes. Stormblades. Point is, he got hisself a whole legion of them, but who is it that does the real work? Trenchers, Sword Knights. Joes with a sword an rifle. Stormblades are quite pretty, but you simply can't get enough of them trained and equipped. And for the most part, you don't need them anyway. You gonna send Stormblades to break up Ma an Pa McKerrin runnin parts outta Five Fingers?"

The class tittered.

Greene tried again "Okay, so the design is great, but surely a better cannon and cortex, perhaps..."

"Boy! I thought I told ya. New cortexes get twitchy. Pick up bad habits. Git bored. If you learn nothin else here, learn this. Don't fix what ain't broke."

The group moved down the hall, apprentices yammering like birds, only to have the crusty old-timer shout them down every now and then to make a point. Behind them the door closed, and the old Charger, veteran of the Thornwood War, once again was left in silence.

CHARGER

Light Warjack (Charger)
Large construct (Steamjack)
8' 7" tall, 3.2 tons fully loaded.

Hit Dice: 14d10+30 (107 hp)

Initiative: +2

Speed: 25 ft. (can't run)

AC: 26 touch 11, flat-footed 24

Attacks: +17 melee (slam)

Full +18/+13/+8 (hammer)
or Dual Cannon +12

Damage: Slam 1d8+7

Battle Hammer (Large mastercrafted Warhammer) 2d8+7, x3 crit
Dual Cannon (Large double-barreled military rifle) 3d8, 19-20/x3 crit. RI 200', Reload 2a (DC 12)

Face/Reach: 10ft./10 ft.

Saves: Fort +4, Ref +6, Will +4

Abilities: Str 25, Dex 15, Con: --, Int 8, Wis 11, Cha 1

Challenge Rating: 12

Treasure: None (itself worth 42,000+gp)

Alignment: Always neutral, but typically employed by Cygnar

Special Qualities:

Reloader: The Dual Cannon has a special mechanikal reloader, which allows the 'Jack to ready the Dual Cannon without special effort. The device has a +5 Craft (small arms) skill, and has one move action per turn. It can reload under any conditions where the 'Jack still has power, even in close combat, without provoking a attack of opportunity. A typical use is to stagger the reloads, so that the 'Jack fires one barrel while the other is reloading. This allows for a sustained rate of one shot per round. The hopper that feeds the Cannon holds 10 rounds.

Construct: A steamjack is an artificially constructed creature. Jacks have no constitution scores. A Jack is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, morale) and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

They are immune to any effect that requires a Fortitude save (unless the effect also works on objects). A Steamjack is no at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, it cannot be raised or resurrected.

Steamjacks cannot heal damage on their own, though they can be healed. Steamjacks can also be repaired in the same way an object can.

Steamjack Qualities:

Cold Vulnerability:

A steamjack suffers no damage from cold attacks, but is slowed one round for each 6 points of damage done to it. The effects are not cumulative.

Firebox Vulnerability:

A steamjack's firebox fails when the unit is completely submerged in water or other liquid. Jacks without a burning firebox are considered stunned.

Reliance on fuel: Steamjacks need to consume coal and water to function. The Chargers older, less-efficient boiler burns through 135 Kgs of coal and water in five hours of general use, and in just 45 minutes of combat. Steamjacks using inferior fuel are considered shaken in addition to any other effects on it.

Resistances: Steamjacks have fire and electrical resistance 20.

Damage Reduction: 10/serricsteel

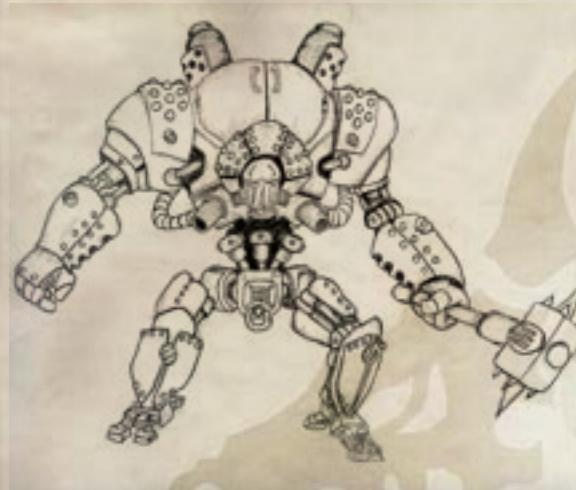
Darkvision: 60'

Low-light vision

Variations:

More then one commander has replaced the mediocre hammer with a Mechanikal version. Bane, Burst, and Thundering runeplates are common. Sometimes repairing battlefield damage results in not enough of the proper parts, so seeing Chargers with two hammers (or fists) or even two Dual Cannon isn't uncommon. These "Double Left" Chargers never seem to perform well, it is almost as if the Cortex is aware of the incorrect fit. One Charger in the Holy Armies of the Sanctum wields a Holy Dual Cannon, and a Mace of Smighting!

Fan Art Corner



Upper Left - Iron Clad

Upper Right - Granisilich

By Christfer Anderson

Submission Information

Aspiring artists, writers, mappers and all those who would like to contribute to Hand Cannon the following information is for you!

1. Hand Cannon is a free E-zine and as such we do not pay any of our writers.
2. You can contribute to the E-zine through the Hand Cannon Yahoo group:

<http://games.groups.yahoo.com/group/handcannon/>

or via email at:

PanzerGeist@shaw.ca

HAND CANNON ISSUE #7 TIMELINE

May 16st: Deadline for all written submissions for review by staff editors.

May 23rd: Deadline for all art & map submissions.

May 30th: Deadline for all editors to be finished.

June 6th: Hand Cannon release.

Hand Cannon is a bi-monthly E-zine and will be released on the first monday of the month. We will be released on the months that there is not a "No Quarter Magazine".



Sir Ekkriion Ganis

Menoth Warcaster Character

FOC

Point Cost **0** Field Allowance **C** Victory Points **4**



SIR EKKRIION GANIS	CMD	9			
SPD	STR	MAT	RAT	DEF	ARM
6	7	7	4	8	7

ETERNAL REST	Special POW P+S	Multi
	6	18

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Bastion of Faith	2	C				
Sir Ekkriion Ganis suffers -3 SPD but gains +3 STR, DEF, and ARM and cannot be knocked down. This spell may not be cast after moving.						
Blessing of Menoth	2	6				
Target model may re-roll all dice for any one die roll, then the spell expires.						
Holy Vigil	3	6				
Target model/unit gains +4 DEF until it moves or is knocked down.						
Immolation	2	8				
Target Model is engulfed in flame, suffering Fire on a Critical Hit.						

SIR EKKRIION GANIS'S DAMAGE

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ○

Feat: DIVINE GRACE

Sir Ekkriion Ganis and all Paladins of the Order of the Wall in his control area do not take damage and cannot be destroyed for one round.

- Hero of the Order
- Brothers in Arms
- **Eternal Rest**
 - Reach
 - Critical Fire

Sir Ganis

• Hero of the Order--Armies containing Sir Ekkriion Ganis may take one additional Paladin of the Wall.

• Brothers in Arms--Paladins in Sir Ganis's control area receive 1 focus during the controlling player's maintenance phase. This focus may be used to boost attack or damage rolls or to make additional attacks.

• **Eternal Rest**

• Reach--melee range.

• Critical Fire--On a critical hit, target model suffers Fire.



Hugo Lobanov

Khador Warcaster Character

4
FOC

Point Cost **0**

Field Allowance **E**

Victory Points **4**



HUGO LOBANOV

CMD 8

SPD STR MAT RAT DEF ARM

5	6	8	4	14	16
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PENETRATOR
Special POW P+S

Multi	7	8
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SWORD
Special POW P+S

3	8
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HUGO LOBANOV'S DAMAGE



Feat: SHIFT GEARS

Enemy warjacks within Hugo's Control Area must spend an extra focus to run, charge, or slam for one round. Friendly Warjacks within Hugo's Control Area do not need to spend focus to run, charge, or slam for one round.

- Steamworks Affinity
- Penetrator
- Reach
- Main

.Reach--2" Melee Range.
.Main--Warrior models damaged by Penetrator suffer 2 SPD, -2 CMD, and cannot give orders. Maim lasts for one round.

HUGO LOBANOV

ARMACHINE

- Superiority
Target warjack gains +2 SPD, MAT, and DEF and cannot be knocked down.
- Hugo Lobanov
.Steamworks Affinity--Treat Hugo's Control Area as 5" larger than normal when determining what warjacks (friendly or enemy) are within his Control Area.
- Penetrator
- Reach--2" Melee Range.
- Main--Warrior models damaged by Penetrator suffer 2 SPD, -2 CMD, and cannot give orders. Maim lasts for one round.

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Lanyssa Ryssyl

Cryx Warcaster Character

5

Point Cost
0

Field Allowance
B

Victory Points
4



LANYSSA RYSSYL	CMD	7			
SPD	STR	MAT	RAT	DEF	ARM
7	8	6	4	15	15

NYSS CLAYMORE
Special POW P+S

Party	6	12
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SPELLS

Blood Rain	Cost 3	RNG 8	AOE 3	POW 12	UP OFF ✓
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All models in the AOE suffer Corrosion.

Dark Guidance 5 C

All friendly Cryxian models currently in Lanyssa Ryssyl's Control Area add an additional die to all melee attack rolls for one round.

Ghost Walk

This turn, target model/unit may move through any terrain, obstacles, or obstructions without penalty. Cannot charge and ignores free strikes.

Scything Touch 2 6

Target model/unit gets +2 STR.

Shadow Spear 2 6

Target model/unit gains reach (2 melee range) on all melee attacks.

LANYSSA RYSSYL'S DAMAGE



LANYSSA RYSSYL

Feat: CORPSE RUSH

- Friendly undead models currently within Lanyssa

- Thrall Commander
- Camouflage

Ryssyl's Control Area gains +2 movement for one round.

LANYSSA RYSSYL

- Thrall Commander—Friendly Undead Warrior models within Lanyssa Ryssyl's command range gain +1 MAT and RAT.
- Camouflage—Lanyssa Ryssyl gains an additional +2 DEF when benefiting from concealment or cover.



Magus Damien Sperling Cygnar Warcaster Character

5
FOC

Point Cost **0**

Field Allowance **C**

Victory Points **4**

Magus Damien Sperling

SPELLS

MAGUS DAMIENS	CMD	8			
SPD	STR	MAT	RAT	DEF	ARM
6	6	5	5	15	15

A magical energy blast radiates from a single point to strike all models in the AOE.

Arcane Bolt 2 12 11 ✓
Magical bolts of energy fly from Sperling's hands.

Arcane Shield 2 8 ✓
Target model/unit acquires a magical barrier, adding +3 to its ARM.

Deadeye 2 6 ✓
Target model/unit adds an additional die to each model's first ranged attack roll this turn.

Inspiration 3 C C ✓
Sperling's command range increases by 2". He may force a friendly unit within command to reroll one failed check. If he does, Inspiration expires.

Damien Sperling . Tactician...Once per turn, Sperling can measure the range to any one model within line of sight.

MAGESPEAR

. Reach--2" Melee Range



MAGUS DAMIEN SPERLING'S DAMAGE



Feat: COVER FIRE

Friendly chain guns within Sperling's control area receive

+2 RNG and POW. Their

strafe distance increases from 2" to 3". Enemy warrior

models cannot charge chain guns for one round.

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